AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A computer readable recording medium in which an executable game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense [[via]] using a ball character ~~used as a game medium~~, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations ⌄ which input a movement direction as input, and ~~button~~ depression operations of a pointing device ~~with at least one button~~ by the player, said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step[[,]] :

designation of instructions for a pitching action of a pitcher

character is accomplished by the operation of said pointing device

when the player's team is the defensive side,

designation of instructions for offensive action of a batter

character is accomplished by operation of said pointing device when

the game player's team is the offensive side, and

selection and effectuation of ~~pitching~~ a pitching throw or a

pickoff throw as said pitching action is accomplished by conversion

of a directional moving operation of the pointing device common to

both the pitching throw and the pickoff throw, the selection and

effectuation of the pitching throw and the pickoff throw being

accomplished by the following ordered combination of player

inputs:

a first input operation of the pointing device

which is the directional moving operation of said

pointing device inputting a movement direction as

input which is common to effectuation of both the

pitching throw and the pickoff throw; and

a second input operation of the pointing

device, which is one of two different depression

operations ~~of the at least one button provided~~ on said

pointing device , wherein:

when the second input

operation is a first depression

operation of the two different

depression operations, the movement

direction of the first input operation

is converted to an effectuation

command to effectuate the pitching

throw; and [[,]]

when the second input

operation is a second depression

operation of the two different

depression operations, the movement

direction of the first input operation

is converted to an effectuation

command to effectuate the pickoff

throw; and

designation of a base that is to be picked off is accomplished

by [[a]] the directional moving operation of said first input

operation of said pointing device when the player's team is the

defensive side ; and

~~wherein said designation of the instruction for the pitching~~

~~and the designation of the base to be picked off by the pickoff throw~~

~~is accomplished by the moving operation of the pointing device~~

~~before said selection of pitching or pickoff throw by the different~~

~~operations of the at least one button provided on said pointing~~

~~device~~.

2. (Currently Amended) The computer recording medium according to

claim 1, wherein said pointing device has ~~at least two buttons including~~ a first

button and a second button <u>for accepting said depression operations</u>, and said <u>two</u>

<u>different depression operations are</u> ~~selection of pitching or pickoff throw is~~

accomplished by performing different button operations with respect to said first

button and second button.

3. (Previously Presented) The computer recording medium according to

claim 1, wherein designation of instructions for the pitching indicating a type of

pitch is accomplished by the directional moving operation of said pointing device in cases where pitching is selected as the pitching action of said pitcher character.

4. (Previously Presented) The computer recording medium according to claim 1, wherein designation of instructions for a course of the pitch is accomplished by the directional moving operation of said pointing device in cases where pitching is selected as the pitching action of said pitcher character.

5. (Original) The computer recording medium according to claim 4, wherein the operation designating instructions for said course of the pitch is received after the pitching action of the pitcher character is initiated.

6. (Canceled)

7. (Original) The computer recording medium according to claim 1, wherein parameters that define respective abilities are set in the pitcher character of said player's team, and these parameters are altered in accordance with the pitching results.

8. (Currently Amended) A game server which is accessible from a computer operated by a player via a network, and which has a computer readable recording medium on which an executable game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense [[via]] using a ball character used as a game medium, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations , which input a movement direction as input, and button depression operations of a pointing device with at least one button by the player, said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step[[,]] :

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side,

designation of instructions for offensive action of a batter

character is accomplished by operation of said pointing device when

the game player's team is the offensive side, and

selection and effectuation of ~~pitching~~ a pitching throw or a

pickoff throw as said pitching action is accomplished by conversion

of a directional moving operation of the pointing device common to

both the pitching throw and the pickoff throw, the selection and

effectuation of the pitching throw and the pickoff throw being

accomplished by the following ordered combination of player

inputs:

a first input operation of the pointing device

which is the directional moving operation of said

pointing device inputting a movement direction as

input which is common to effectuation of both the

pitching throw and the pickoff throw; and

a second input operation of the pointing

device, which is one of two different depression

operations ~~of the at least one button provided~~ on said

pointing device , wherein:

when the second input
operation is a first depression
operation of the two different
depression operations, the movement
direction of the first input operation
is converted to an effectuation
command to effectuate the pitching
throw; and [[,]]

when the second input
operation is a second depression
operation of the two different
depression operations, the movement
direction of the first input operation
is converted to an effectuation
command to effectuate the pickoff
throw; and

designation of a base that is to be picked off is accomplished

by [[a]] the directional moving operation of said first input

operation of said pointing device when the player's team is the

defensive side ; and

~~wherein said designation of the instruction for the pitching and the designation of the base to be picked off by the pickoff throw is accomplished by the moving operation of the pointing device before said selection of pitching or pickoff throw by the different operations of the at least one button provided on said pointing device~~.

9. (Currently Amended) A game progress control method for controlling a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense [[via]] using a ball character ~~used as a game medium~~, said game progress control method comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations ˌ which input a movement direction as input, and ~~button~~ depression operations of a pointing device ~~with at least one button~~ by the player, said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step[[,]] :

designation of instructions for a pitching action of a pitcher

character is accomplished by the operation of said pointing device

when the player's team is the defensive side,

designation of instructions for offensive action of a batter

character is accomplished by operation of said pointing device when

the game player's team is the offensive side, and

selection <u>and effectuation</u> of ~~pitching~~ <u>a pitching throw</u> or <u>a</u>

pickoff throw as said pitching action is accomplished by <u>conversion</u>

<u>of a directional moving operation of the pointing device common to</u>

<u>both the pitching throw and the pickoff throw, the selection and</u>

<u>effectuation of the pitching throw and the pickoff throw being</u>

<u>accomplished by the following ordered combination of player</u>

<u>inputs:</u>

<u>a first input operation of the pointing device</u>

<u>which is the directional moving operation of said</u>

<u>pointing device inputting a movement direction as</u>

<u>input which is common to effectuation of both the</u>

<u>pitching throw and the pickoff throw; and</u>

a second input operation of the pointing

device, which is one of two different depression

operations ~~of the at least one button provided~~ on said

pointing device , wherein:

when the second input

operation is a first depression

operation of the two different

depression operations, the movement

direction of the first input operation

is converted to an effectuation

command to effectuate the pitching

throw; and [[,]]

when the second input

operation is a second depression

operation of the two different

depression operations, the movement

direction of the first input operation

is converted to an effectuation

command to effectuate the pickoff

throw; and

designation of a base that is to be picked off is accomplished

by [[a]] the directional moving operation of said first input

operation of said pointing device when the player's team is the

defensive side ; and

~~wherein said designation of the instruction for the pitching~~

~~and the designation of the base to be picked off by the pickoff throw~~

~~is accomplished by the moving operation of the pointing device~~

~~before said selection of pitching or pickoff throw by the different~~

~~operations of the at least one button provided on said pointing~~

~~device~~.

10. (Canceled)

11.   (Currently Amended)   A computer readable recording medium in

which [[a]] an executable game progress control program is recorded to control a

progress of a baseball game in which a game player's team and a computer-

controlled team or competitor's team alternately play offense and defense [[via]]

using a ball character ~~used as a game medium~~, said game progress control program

comprising the steps of:

displaying a game image including a plurality of characters on a monitor

screen of a computer;

receiving input of instructions based on directional moving operation and

button operation of a mouse with a first button and a second button by the player;

and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step [[,]]:

designation of instructions for a pitching action of a pitcher

character is accomplished by the operation of said mouse when the

player's team is the defensive side,

designation of instructions for offensive action of a batter

character is accomplished by operation of said mouse when the

game player's team is the offensive side, and

selection and effectuation of a pitching throw or a pickoff

throw as said pitching action is accomplished by conversion of a

directional moving operation of the pointing device common to both

the pitching throw and the pickoff throw, the selection and

effectuation of the pitching throw and the pickoff throw being

accomplished by the following ordered combination of player

inputs:

a first input operation of the pointing device

which is the directional moving operation of said

pointing device inputting a movement direction as

input which is common to effectuation of both the

pitching throw and the pickoff throw; and

a second input operation of the pointing

device, which is a depression operation of a selected

corresponding one of said first and said second

buttons of the mouse, wherein:

when the second input

operation is a first depression

operation of said first button, the

movement direction of the first input

operation is converted to an

effectuation command to effectuate

the pitching throw; and [[,]]

when the second input

operation is a second depression

operation of said second button, the

movement direction of the first input

operation is converted to an

effectuation command to effectuate

the pickoff throw; and

designation of a base that is to be picked off is accomplished

by [[a]] said directional moving operation of said first input

operation of said mouse when the player's team is the defensive

side; and

wherein said designation of the instruction for the pitching

and the designation of the base to be picked off is accomplished by

the directional moving operation of the mouse before said selection

of pitching or pickoff throw by the operation the select one of said

first and second buttons.

12. (Currently Amended) A computer readable recording medium in
which a game progress control program is recorded to control a progress of a
baseball game in which a game player's team and a computer-controlled team or
competitor's team alternately play offense and defense [[via]] using a ball character
used as a game medium, said game progress control program comprising the steps
of:

displaying a game image including a plurality of characters on a monitor

screen of a computer;

receiving input of instructions based on directional moving operations and

button operations of the player with respect to a mouse with a first button and a

second button; and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step[[,]] :

designation of instructions for a pitching action of a pitcher

character is accomplished by operation of said mouse when the

player's team is the defensive side,

designation of instructions for the offensive action of a batter

character is accomplished by operation of said mouse when the

game player's team is the offensive side, [[and]]

the designation of instructions for the pitching action

includes selection and effectuation of a pitching throw or a pickoff

throw as said pitching action accomplished by conversion of a

directional moving operation of the pointing device common to both

the pitching throw and the pickoff throw, the selection and

effectuation of the pitching throw and the pickoff throw being

accomplished by the following ordered combination of player inputs

:

a first input operation of the pointing device

which is the directional moving operation of said

pointing device inputting a movement direction as

input which is common to effectuation of both the

pitching throw and the pickoff throw; and

a second input operation of the pointing

device, which is a depression operation of a selected

corresponding one of said first and said second

buttons of the mouse, wherein:

when the second input

operation is a first depression

operation of said first button, the

movement direction of the first input

operation is converted to an

effectuation command to effectuate

the pitching throw; and

when the second input

operation is a second depression

operation of said second button, the

movement direction of the first input

operation is converted to an

effectuation command to effectuate

the pickoff throw;

selection of a type of a pitch to be thrown as the pitching

action from among a first pitch type, a second pitch type and a third

pitch type is accomplished by [[a]] said directional moving

operation of said first input operation of the mouse being

respectively to a right direction, a top direction, or a left direction

followed by operation of one of the first and second buttons of the

mouse; and

selection of a base for a pickoff throw as said pitching action

from among a throw to a first base, a second base, or a third base

is accomplished by [[a]] said directional moving operation of said

first input operation of the mouse being respectively to a right

direction, a top direction, or a left direction followed by operation

of another one of the first and the second buttons of the mouse.

13. (Canceled)

14. (Currently Amended) The computer recording medium according to

claim [[13]] 1, wherein:

said depression operation of said pointing device [[has]] are input via a first

button and a second button [[and]] ;

said directional moving operation of said first input operation of the

pointing device is taken as the pitching instruction to the pitcher character when

the first button is depressed by the game player as said second input operation after

said directional moving operation of the pointing device is accomplished in said

receiving step; and

said directional moving operation of said first input operation of the

pointing device is taken as the instruction of the pickoff throw where the base to

which the pickoff throw is to be made when both the first and the second buttons

are depressed by the game player as said second input operation after said

directional moving operation of the pointing device is accomplished in said

receiving step.